

£1.20 • NO 88
15 OCTOBER 1996
EVERY FORTNIGHT

UK's OFFICIAL SEGA COMIC

SONIC THE COMIC

NEW
SONIC
STORY

BARMY DREAMERS!

THE ULTIMATE
NIGHTMARE!

NEW
TAILS
STORY

SMALL
CHANGE!

PLUS

Q ZONE
REVISITED!
SONIC 2 & 3!

NIGHTS!
IN YER FACE PIN-UP!

ECCO!
COMIX ZONE!
PC REVIEWS!

PIXEL ZONE!
COMPUTER ARTWORK



CONTROL ZONE

Hey, Boomers!

If you like your comics well done, you're in for a treat! Spoon-fed to you this issue includes a double-helping of new stories: Ultimate Nightmare starring Sonic, and Tails' Small Change.

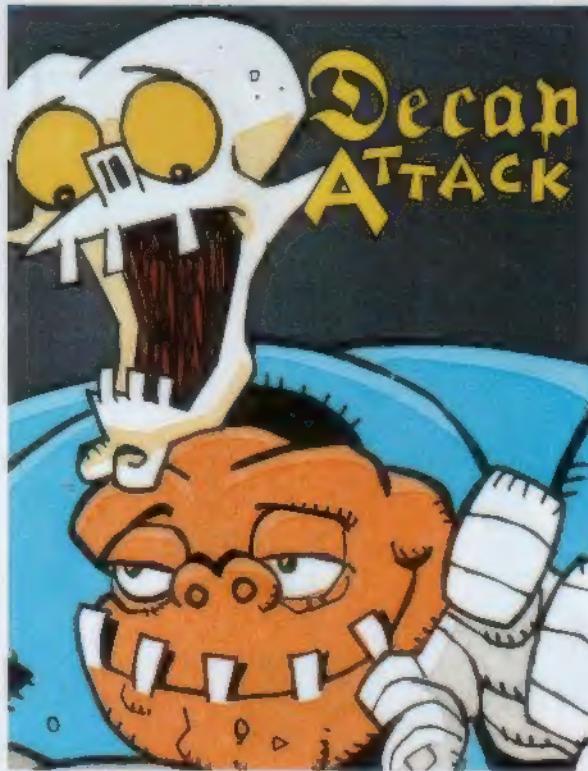
There's also a taste of dolphin friendliness with a PC review which includes Ecco the Dolphin. Plus, if you feel like a second helping of NIGHTS, Sega's hot Saturn release - just check out the Elliot Pin-up. Mixed together with more Sonic Q Zone's, it's more than a mortal can take (so I'm told!).

Better go, Boomers - as I compose this menu to you, those excruciating humes are attempting to hide my micro chips! I'll resist the temptation to hide their deep fried lard bars in retaliation! What I have to put up with...

Megadroid

HAPPENING TO A HALLOWEEN ISSUE NEAR YOU!

Be afraid! Be very afraid - they're back next issue for another megalental run! What am I talking about - Decap Attack, of course! So, get ready to be reacquainted with Frank, Igor, Chuck and Head - the stars of one of STC's most popular strips. You have been warned!



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COMPILED BY
ChartTrack

© ELSPA

up/down RE/NEW entry non mover

MEGA DRIVE

- 1 ↑ OLYMPIC SUMMER GAMES
- 2 ↓ BRIAN LARA CRICKET '96
- 3 NEW WORMS
- 4 ● TOY STORY
- 5 ↓ FIFA SOCCER '96
- 6 ↓ MICRO MACHINES 2
- 7 ● TAZ-MANIA: ESCAPE FROM MARS
- 8 ● SONIC AND KNUCKLES
- 9 ● MEGA BOMBERMAN
- 10 ● STREETS OF RAGE 2

SATURN

- 1 NEW MORTAL KOMBAT 3
- 2 NEW LOADED
- 3 ↑ SEGA RALLY
- 4 ↓ THE NEED FOR SPEED
- 5 ↓ VIRTUA COP
- 6 ↑ VIRTUA FIGHTER 2
- 7 NEW ROAD RASH
- 8 ↑ FIFA SOCCER '96
- 9 ↓ GUARDIAN HEROES
- 10 ↓ SHINING WISDOM

MEGA-CD

- 1 ↑ BRUTAL: PAWS OF FURY
- 2 ↑ B.C. RACERS
- 3 ↓ REBEL ASSAULT
- 4 ↓ SOULSTAR
- 5 RE BATMAN RETURNS
- 6 ↓ ETERNAL CHAMPIONS
- 7 ↑ THUNDERHAWK
- 8 ↓ WORLD CUP USA '94
- 9 ↓ TOMCAT ALLEY
- 10 ↓ EARTHWORM JIM

GAME GEAR

- 1 ↑ THE LION KING
- 2 ↑ COLUMNS
- 3 ↑ SONIC THE HEDGEHOG
- 4 ↓ SONIC THE HEDGEHOG 2
- 5 ↑ SONIC CHAOS
- 6 RE COSMIC SPACEHEAD
- 7 RE MORTAL KOMBAT 3
- 8 ↓ STAR TREK: GENERATIONS
- 9 RE POWER RANGERS: THE MOVIE
- 10 RE SONIC DRIFT RACING

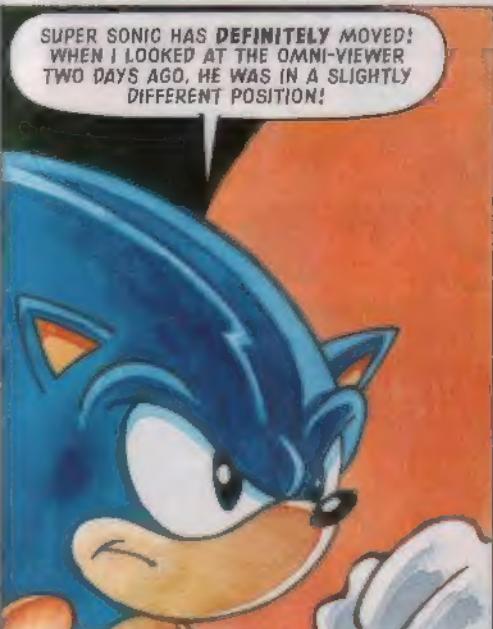
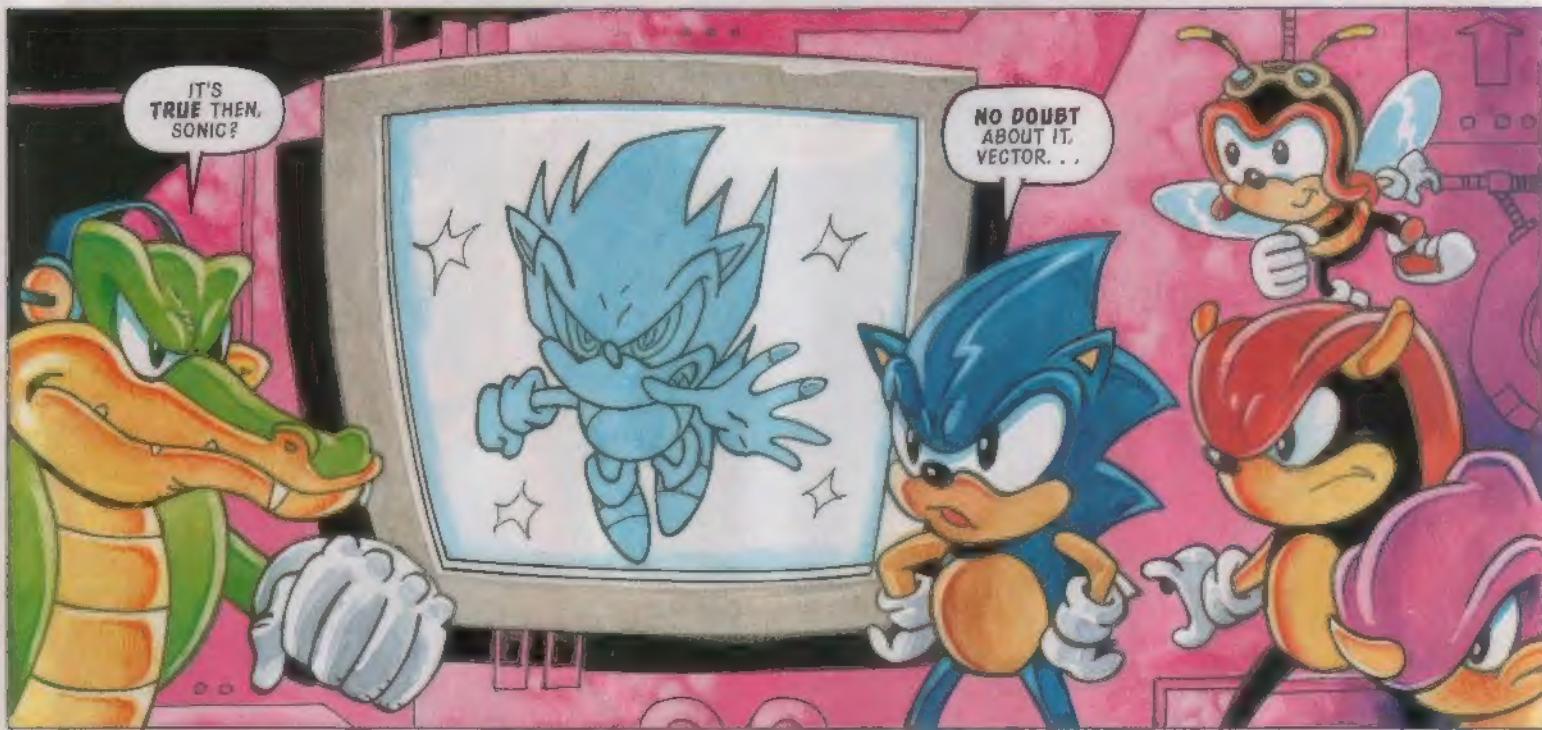
SONIC

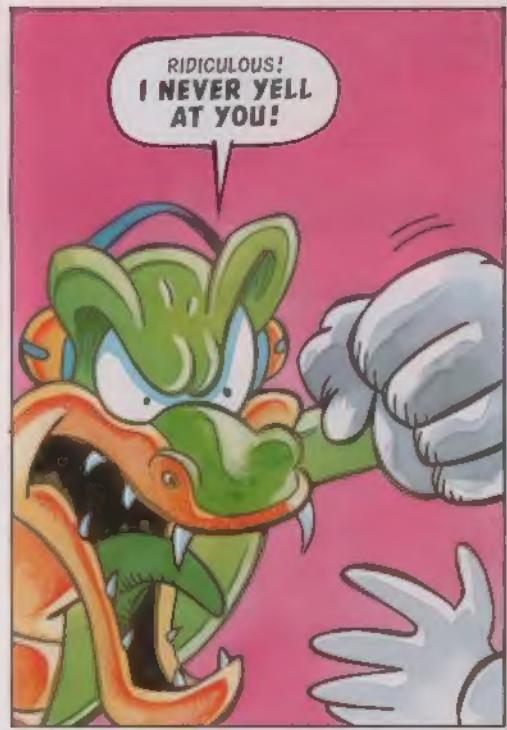
THE HEDGEHOG

The Ultimate Nightmare

COMPLETE STORY

Script & Art:
NIGEL KITCHING
Colouring:
ANDY PRITCHETT
Lettering:
TOM FRAME







WELL DONE, NIGHTMARE! YOUR BOX OF NIGHTMARES CAUGHT THE FOOLS COMPLETELY OFF GUARD!

NATURALLY, LORD SIDEWINDER! AND AS LONG AS THE LID IS OPEN, THEY'LL CONTINUE TO LIVE THEIR WORST NIGHTMARES!

THIS SHRINKING DEVICE SUPPLIED BY NACK THE WEASEL WORKS PERFECTLY!"



THERE HE IS. PROBABLY THE MOST POWERFUL CREATURE IN THE UNIVERSE!



BUT THIS TIME, MR FRY, SUPER SONIC WILL BE MY SLAVE!

FIRST WE MUST GET HIM BACK TO OUR HIDEOUT!



YOU'RE CRAZY! YOU CAN'T CONTROL THAT CREATURE! HE'D KILL YOU, THEN PROBABLY DESTROY THE ENTIRE PLANET!

HEY! WHAT'S DA HEDGEHOG DOIN' HERE?



BELIEVE IT OR NOT, CHAOTIX ARE THE ONLY FRIENDS I HAVE IN THIS CRAZY WORLD!

GET HIM! HE MUST NOT STOP US!

ANYONE FOR HEDGEHOG PIZZA? HUR HUR HUR!

YOU'LL HAVE TO BE FASTER THAN THAT TO CATCH THIS HEDGEHOG!

THWAKKE!

THERE'S NO CHANCE OF YOU OPENING ANOTHER OF YOUR NIGHTMARE BOXES, LIGHTMARE!

CHAOTIX ARE STILL HAVING THEIR NIGHTMARES...NO HELP THERE!

BIO-HAZARD... DON'T YOU EVER GIVE UP?



HOW'D YA LIKE A FACE
FULL OF TOXIC WASTE.
YA LITTLE...

YEECHH!

IS THIS YOUR
OWN RECIPE,
BIO-HAZARD?

YOU FOOL, BIO-HAZARD!
JUST HOW POISONOUS
IS THIS FILTHY STUFF?

UH, IT'S PRETTY DEADLY...
BUT I GOT THE ANTIDOTE
BACK AT DA HIDEOUT!

THEN I SUGGEST YOU
AND SIDEWINDER LOSE
YOURSelves BACK THERE!

GO ON, BEAT IT BEFORE
I CHANGE MY MIND!

SO, AFTER THE VILLAINS
HAVE SHRUNK THEMSELVES
ONCE AGAIN...

IF I GET ANY
OF THIS FILTH
ON MY SUIT...

WORRY ABOUT YOUR
DRY CLEANING BILL
LATER, MR FRY!

WHAT A PRETTY WEIRD WAY TO TRAVEL!

BUT CONVENIENT THOUGH!

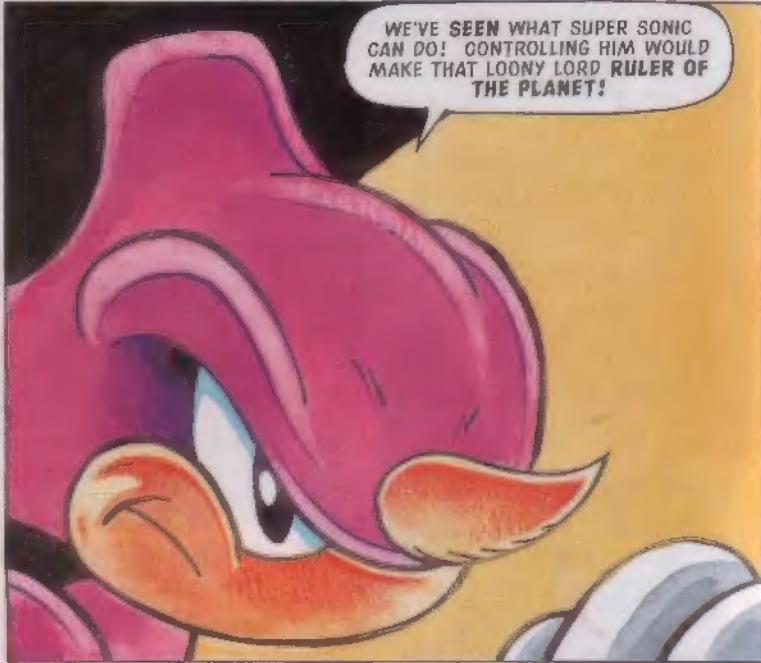
WH... WHAT HAPPENED?

IS IT MORNING ALREADY?



LATER, AFTER A FEW EXPLANATIONS...

...THEY WERE AFTER SUPER SONIC ALL RIGHT! LORD SIDEWINDER EVEN THOUGHT HE COULD CONTROL HIM!



...AND WHAT'S MORE, I OVERHEARD LORD SIDEWINDER MENTION ANOTHER CHARACTER...

NAME OF NACK THE WEASEL!



NEXT ISSUE: NACK'S BACK DUE TO DEMAND!

REVIEW ZONE

YOUR GUIDE TO NEW GAMES RELEASES FOR THE SEGA SYSTEMS

STC'S RATING SYSTEM

UNDER 40 = TAWNNSVILLE

40-70 = NORMALSVILLE

70-80 = FUN CITY

80-90 = BIG TIME CITY

OVER 90 = MEGA CITY

EASY PC!

SEGA POWERS ONTO HOME COMPUTERS!

Those Boomers who have sent STC e-mail and computer generated pics (see this issue's Pixel Zone), will know how useful a PC (personal computer) is. You may have even surfed the Internet for hot Segasational news. However, how many of you know that Sega have released a whole host of classic console games on PC CD-Rom? From *Ecco the Dolphin*, *Comix Zone* and *Tomcat Alley* to *Virtua Fighter*, they've all had the PC treatment.



The difference with these games being on PC is that you can experience the same type of game action you get from coin-operated arcades, in the comfort of your own home!

Yes, the dinosaur age of the PC has since changed from when games used to look dull and boring. Incredibly, it's all due to a tiny piece of gadgetry called the Pentium Chip, which boosts the power of personal computers no end. This PC technology is able to offer richer 3-D graphics, smoother animation and faster gameplay. Sega have particularly paid attention to additional features in their PC CD-Rom releases, including live help screens and easy loading onto most standard PC equipment in the home.



Fighting fun on PC CD-Rom now!

Special 'character menus', which offer information about the main characters and Badniks in the game, will also appear in games like the PC version of *Sonic CD*.

Following the July launches of *Baku Baku* and *Virtua Fighter*, Sega are also due to release *Panzer Dragoon* in October, *Daytona USA* in November, and *Sonic 3*, *Sonic & Knuckles*, and *Sega Rally* in the forthcoming months. There will also be a brand spanking new line-up of games solely for personal computers. What's more, according to Sega sources, they aim to keep all games under the £40 mark. The price of these games should be welcome news for your piggy bank!



The Game Gears' version of *Baku Baku* - now available for PC'ers!

NOTE: Check the PC system requirements enclosed with each game prior to purchase, to ensure it will run on your home PC.

ECCO THE DOLPHIN

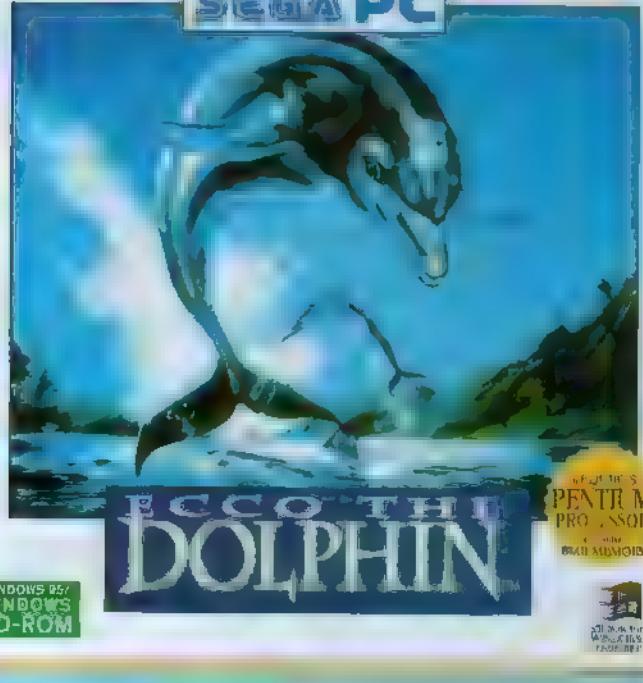


GAME TYPE: ARCADE ACTION
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+

SEGA PC



Eek! Hold onto your flippers, the classic Sega console game Ecco the Dolphin is far from being washed-out!

The tale goes that due to a raging storm, Ecco has become separated from his family. In order to find his shoal of

UNDERCAVES



marine mammals and put his oceanic world to rights, he has to fight jellyfish, solve puzzles, and collect energy reserves along the way. If you thought dolphins were timid, wait until you see how Ecco head-butt's his enemies into submission! You'll be so busy with the tasks involved, that you'll hardly have time to come up for air!

Animation wise, this PC version really takes Ecco to new depths, enabling him to realistically move through and leap out of the water! Ecco moves so fast that a rename of Sonic the Dolphin seems more appropriate! The atmospheric 'water music' soundtrack gives the game a tense and spooky feel,

keeping the controller transfixed to the screen.

Ecco the Dolphin undoubtedly has enough thrills, chills, and spills to keep you fighting to the fin-ish!

PC REQUIREMENTS

Min Memory: 8 MB
Windows: 3.1 or later versions
Min CPU: Pentium 60 Mhz
Usable Hard Disk Space: 10 MB

THE SEA OF SILENCE



FINAL COUNTDOWN

RAVES

Awesome aquatic animation



GRAPHICS 94

GRAVES

Briskly please



SOUND 96

PLAYABILITY 82

OVERALL 94

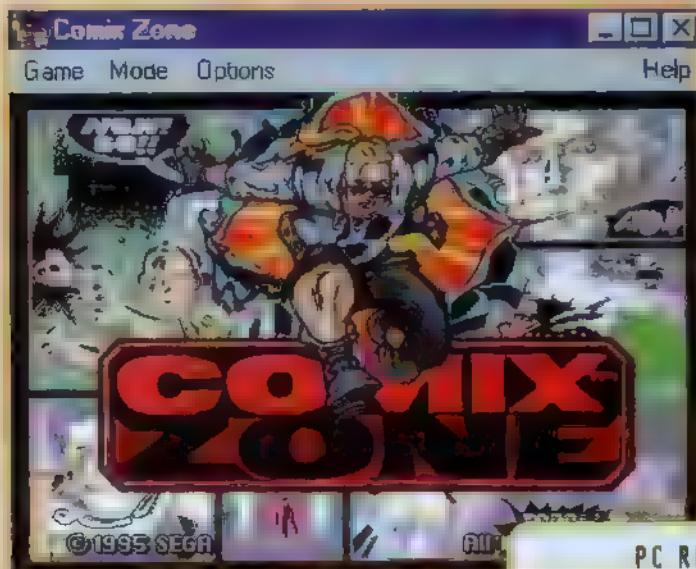
COMIX ZONE

PC CD-ROM

GAME TYPE: ARCADE BEAT 'EM-UP
PLAYERS: 1

PUBLISHER: SEGA
PRICE: £29.99

RELEASE DATE: OUT NOW
AGE SUITABILITY: 8+

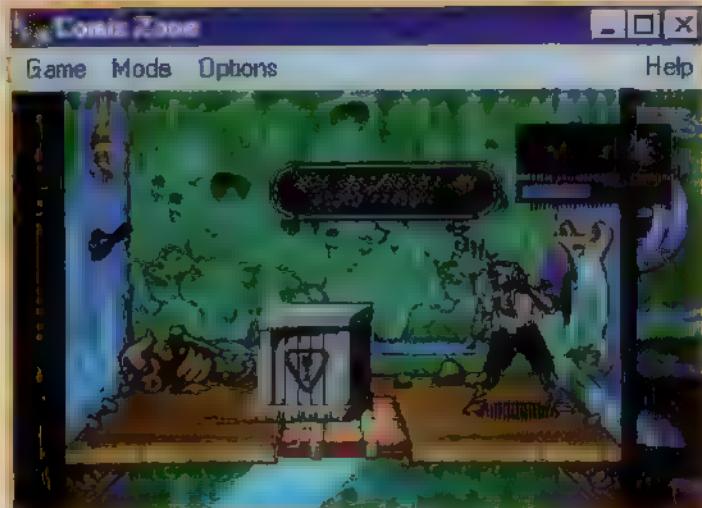
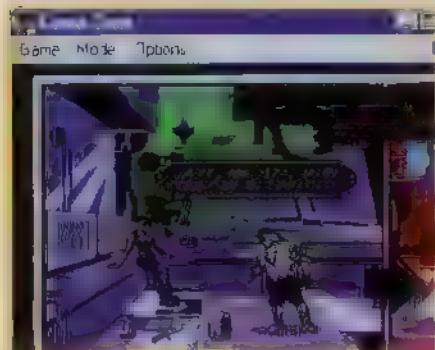


Originally a Mega Drive game, Comix Zone is now a beat 'em-up in a class of its own. It even gives the player an insight of behind the scenes activity at STC (now how did they do that!).

Comic by style and by nature, as controller, you play an artist called Sketch, who's trapped inside the pages of a comic book. Sketch, and his pet rat side-kick, Roadkill, must get to the end of the book in order to return to the 'real' world. With fists at the ready, plus all the martial arts skills Sketch can muster, the idea is to come out fighting!

Comix Zone features plenty of fighting fun, (it isn't as brutal as say, *Virtua Fighter*). The clever

graphic arrangements make it look like the pages of a comic book, complete with the likes of speech balloons, plus it's jam-packed with farce.



As Sketch works through the pages, it's a handy tip to keep all eyes peeled for things to pick up as these prove useful at a later stage. A special score screen which appears between levels adding up points and bonuses, helps to keep track of your progress.

Considering that there's not a great deal of beat 'em-up games available for the PC, Comix Zone is a game which will impress gamers with its originality alone.



IN THE TOWN OF BACKWATER, THE DEPUTY SHERIFF HAS JUST LOCKED UP HIS LATEST PRISONER, KNUCKLES!

TAIN'T NO GOOD TRYIN' TO ESCAPE THAT BRAND NEW CELL ARRIVED FROM METROPOLIS CITY ONLY LAST MONTH!

HE'S RIGHT! MY KNUCKLES CAN'T DIG THROUGH SOLID STEEL!

SO, YOU WERE DRIVING YOUR HERD OF APTERIX TO THE METROPOLIS ZONE, WHEN THIS CHARACTER STARTED A STAMPEDE!

SURE! HE TRY TO KEEL MY GOOD FRIEND, ROOSTER!

AINT GOT ANY PROOF, DEPUTY, BUT WE THOUGHT WE'D BETTER BRING THE VARMINT IT!

GUESS I'LL JUST HOLD ON TO HIM 'TIL THE SHERIFF RETURNS FROM OUTTA TOWN!



THAT NIGHT...

WHAT IN Tarnation went wrong?

THAT ROOSTER'S THE LUCKIEST HOMBRE I KNOW!

HE WAS BANG IN THE MIDDLE OF THE HERD WHEN I STARTED THE STAMPEDE... AND HE STILL ESCAPED IT!

I WANT HIM FINISHED! NO ONE MUSCLES IN ON MY BUSINESS

...AND WHAT ABOUT KNUCKLES?

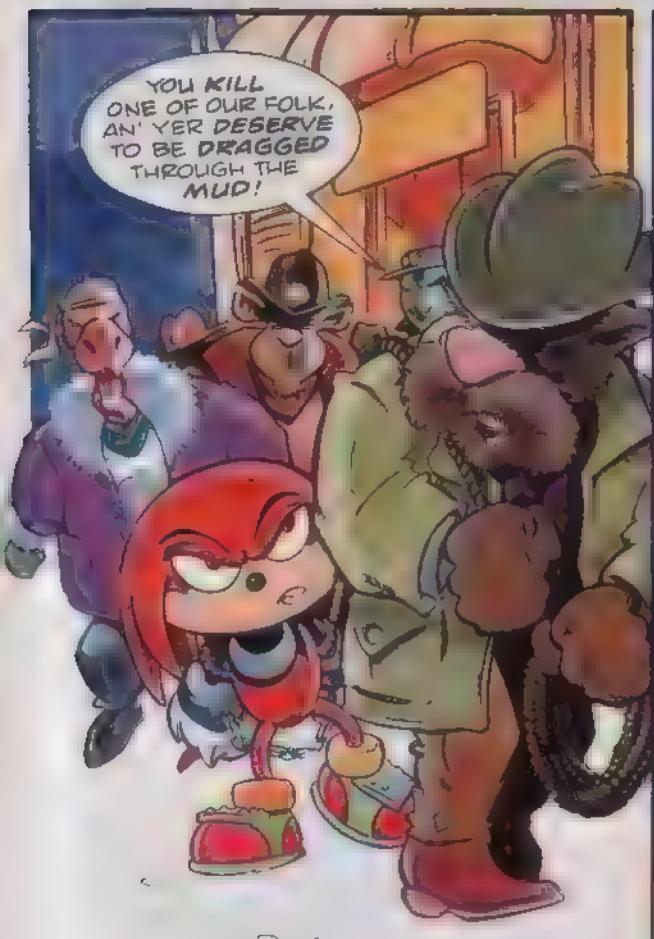
WHEN THE SHERIFF GETS BACK AND REALISES HE'S INNOCENT... THE FINGER WILL POINT AT ME!

DON'T WORRY, CHITO...

*SEE LAST ISSUE - Megadroid

I'VE TAKEN CARE OF THE ECHIDNA!

HUH? WHAT'S ALL THAT COMMOTION?



THESE CRAZIES DON'T REALISE THAT I CAN ESCAPE FROM THIS!



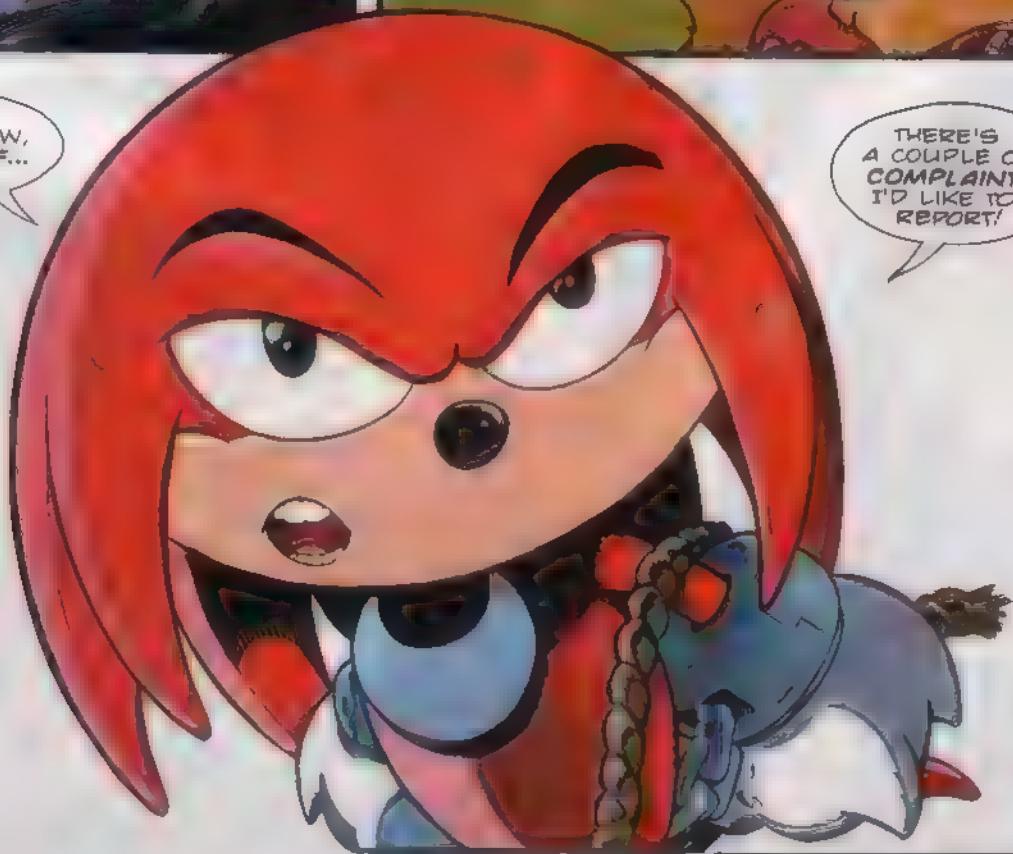
I LEAVE TOWN FOR A FEW DAYS ONLY TO GET BACK TO THIS...

Y'ALL GO HOME BEFORE I LOCK Y'ALL UP!



WELL, NOW, SHERIFF...

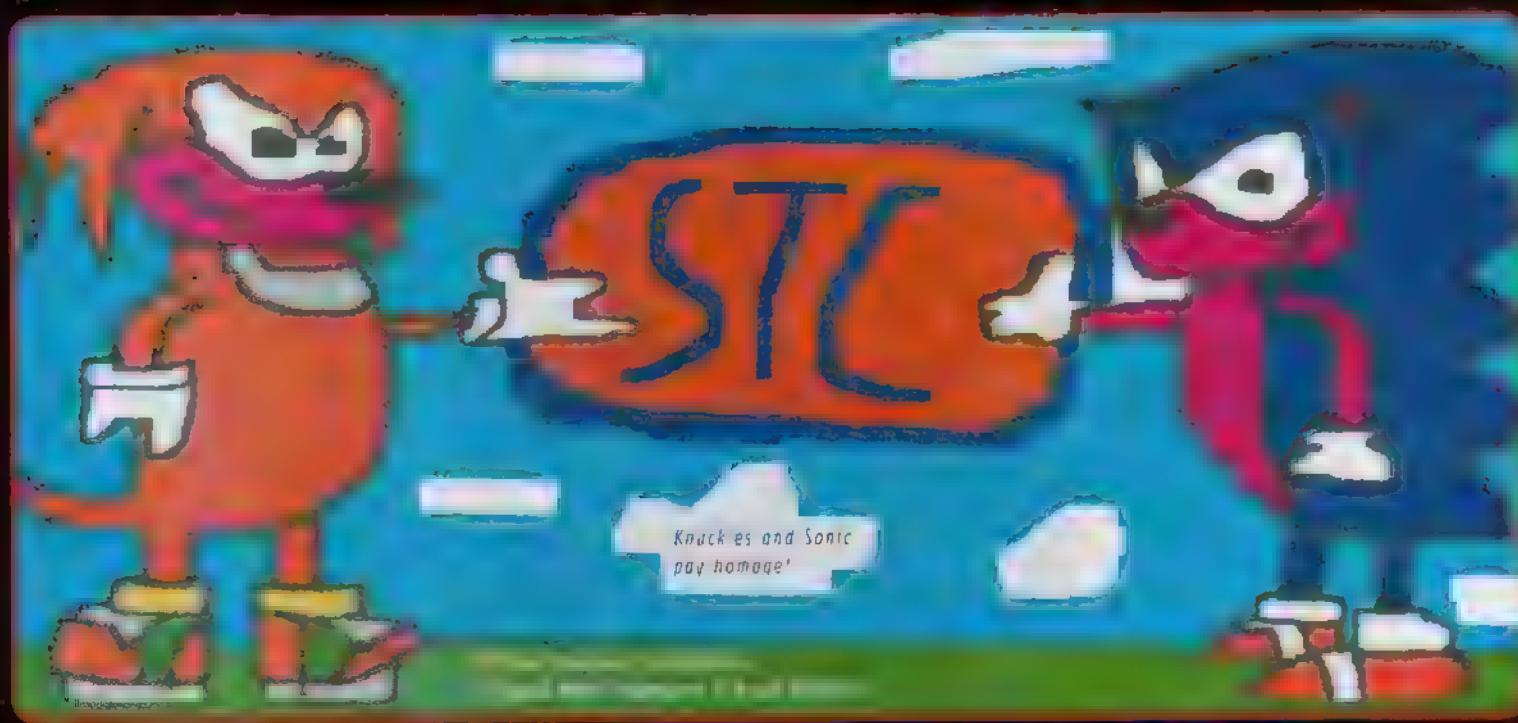
THERE'S A COUPLE OF COMPLAINTS I'D LIKE TO REPORT!



NEXT ISSUE: DEPUTY KNUCKLES!

PIXEL ZONE

EACH ARTIST-NOME
WHO GETS THEIR
HANDYWORK
PRINTED IN STC
WILL RECEIVE A
PACK OF CRAYOLA
MINI STAMPERS 2,
SHAPED-NIBBED,
COLOUR PENS.



Tails in a
two piece!

Anita Lam, St. Albans Herts.
Crayola Mini Stampers 2
Pack Winner.



Sonic speed shopping!

Emma Jane Smith,
Bromham, Bedford.

Crayola Mini Stampers
2 Pack Winner.

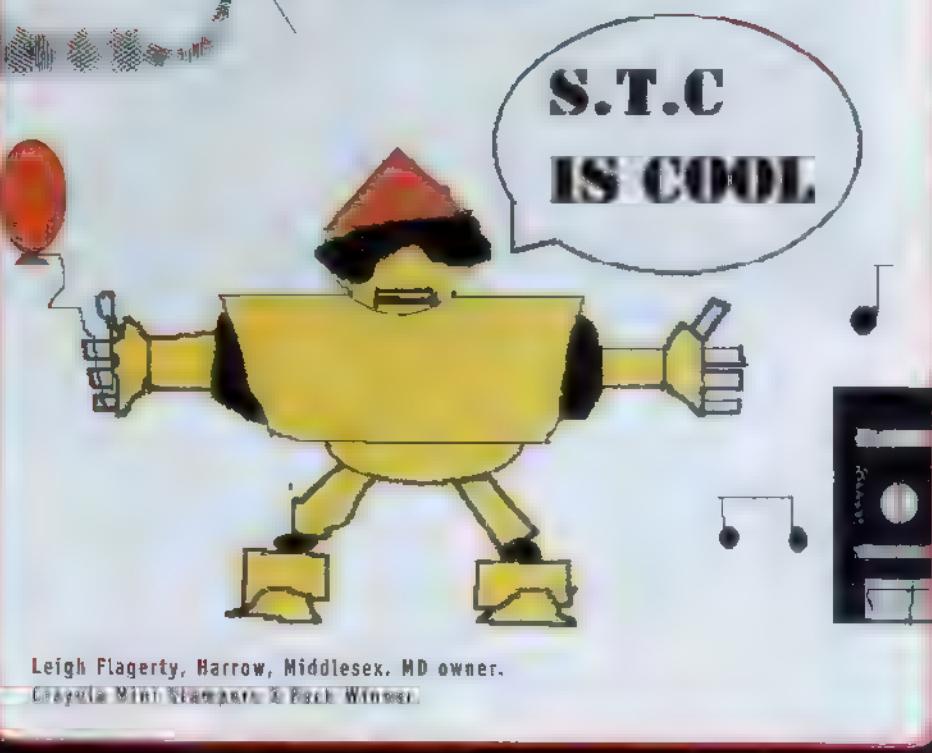


SONIC IN another cliff-hanger!



Jonathan Williams, Gainsby, Dorset. Winner.
Crayola Mini Stampers 2 Pack Winner.

MEGADROID SONIC



Leigh Flagerty, Harrow, Middlesex. MD owner.
Crayola Mini Stampers 2 Pack Winner.

Tails misses another bus?



David Skinner,
Wyken, Coventry.
Crayola Mini
Stampers 2
Pack Winner.



Cybernik prepares for next
issues' launch!

Michael Dixon,
Sunderland,
Tyne & Wear.

Crayola Mini
Stampers 2
Pack Winner.

Draw on plain or light-colored paper, white paper
avoid lined paper and pencils or crayons as they
don't show up as well when printed).

Include your name and address, preferably
written in capital letters on the back of
the page.

Send artwork to:
GRAPHIC 2000, 289 THE COVE,
25-31 TAVISTOCK PLACE, LONDON, WC1E 7SA

EACH ARTIST HOME WHO GETS
THEIR HANDWORK PRINTED IN
STC WILL RECEIVE A PACK OF
CRAYOLA MINI STAMPERS 2
PACKS. ADDRESS: 289 THE COVE,
LONDON, WC1E 7SA

NEW YORK, TORONTO, FRANCIS,
SYDNEY, MELBOURNE, BRISBANE, ADELAIDE



TAILS Small Change

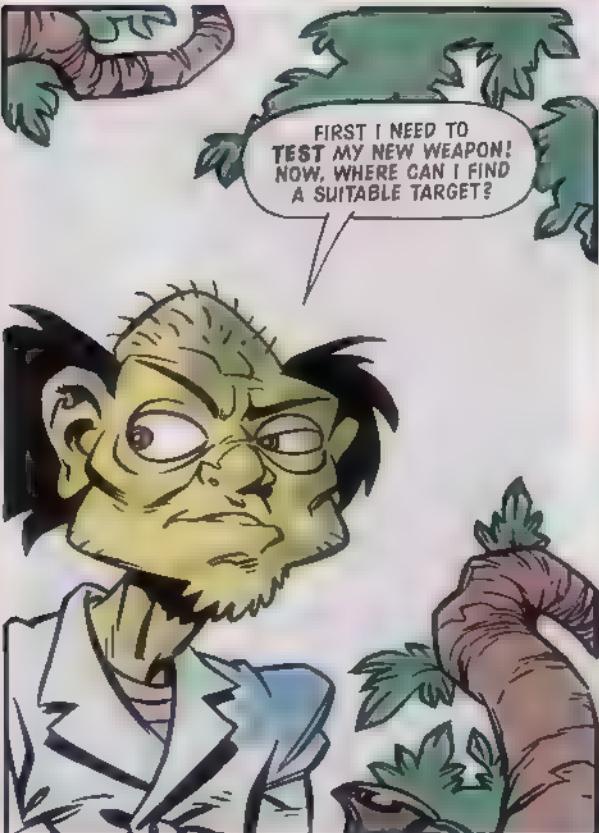
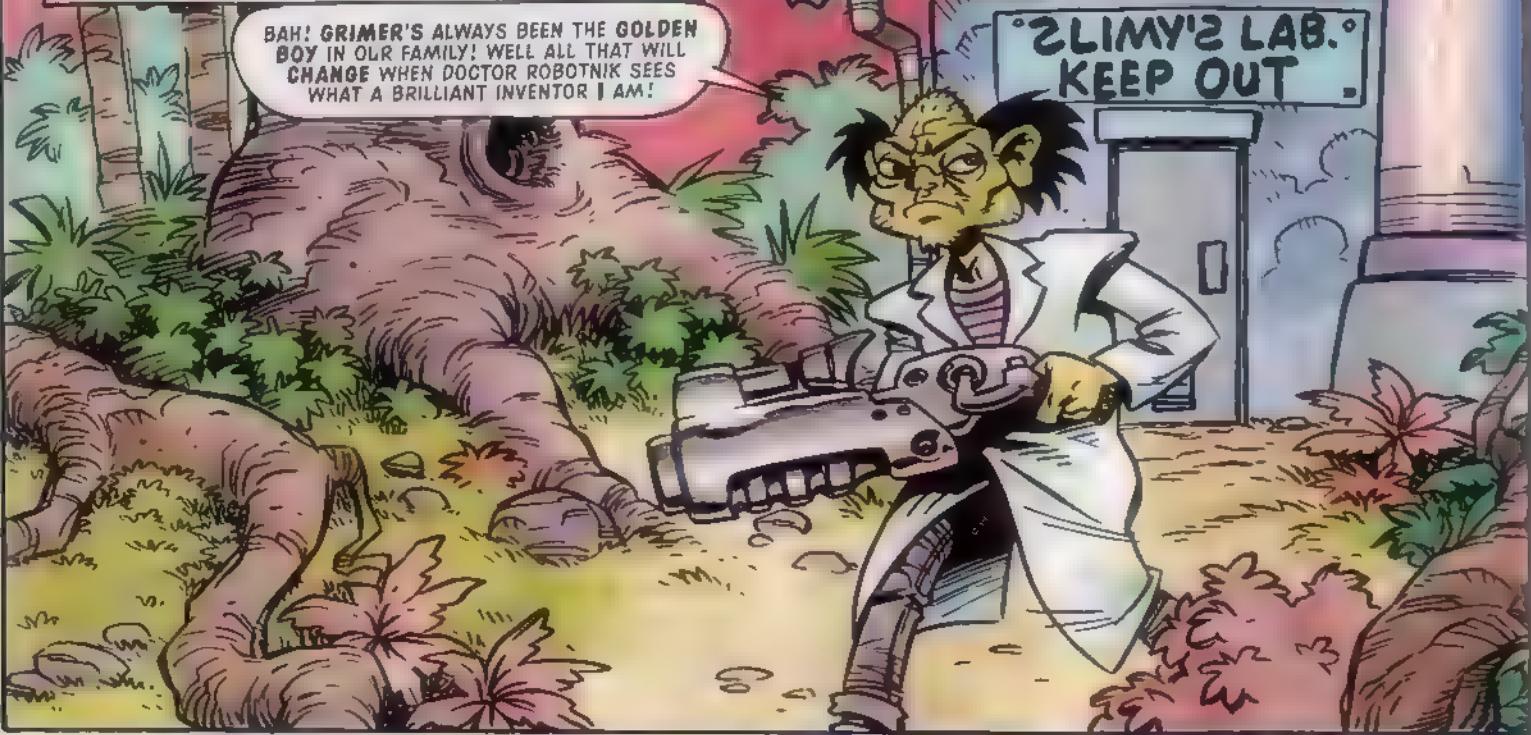
Script: LEW STRINGER Art: ROBERTO CORONA
Colouring: STEVE WHITE Lettering: TOM FRAME

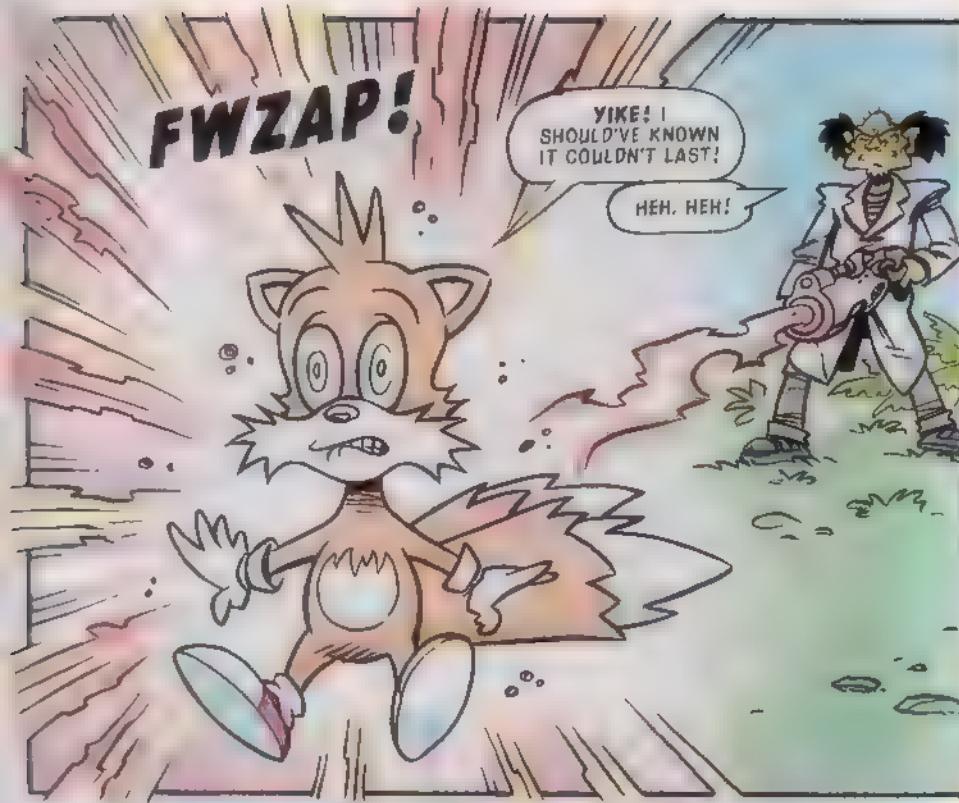
COMPLETE STORY

ALL YOU BOOMERS KNOW GRIMER, DOCTOR ROBOTNIK'S CHIEF SCIENTIST. BUT DID YOU KNOW THAT HE HAS A COUSIN NAMED SLIMY, ALSO AN INVENTOR... AND A BADDIE!

BAH! GRIMER'S ALWAYS BEEN THE GOLDEN BOY IN OUR FAMILY! WELL ALL THAT WILL CHANGE WHEN DOCTOR ROBOTNIK SEES WHAT A BRILLIANT INVENTOR I AM!

SLIMY'S LAB.
KEEP OUT

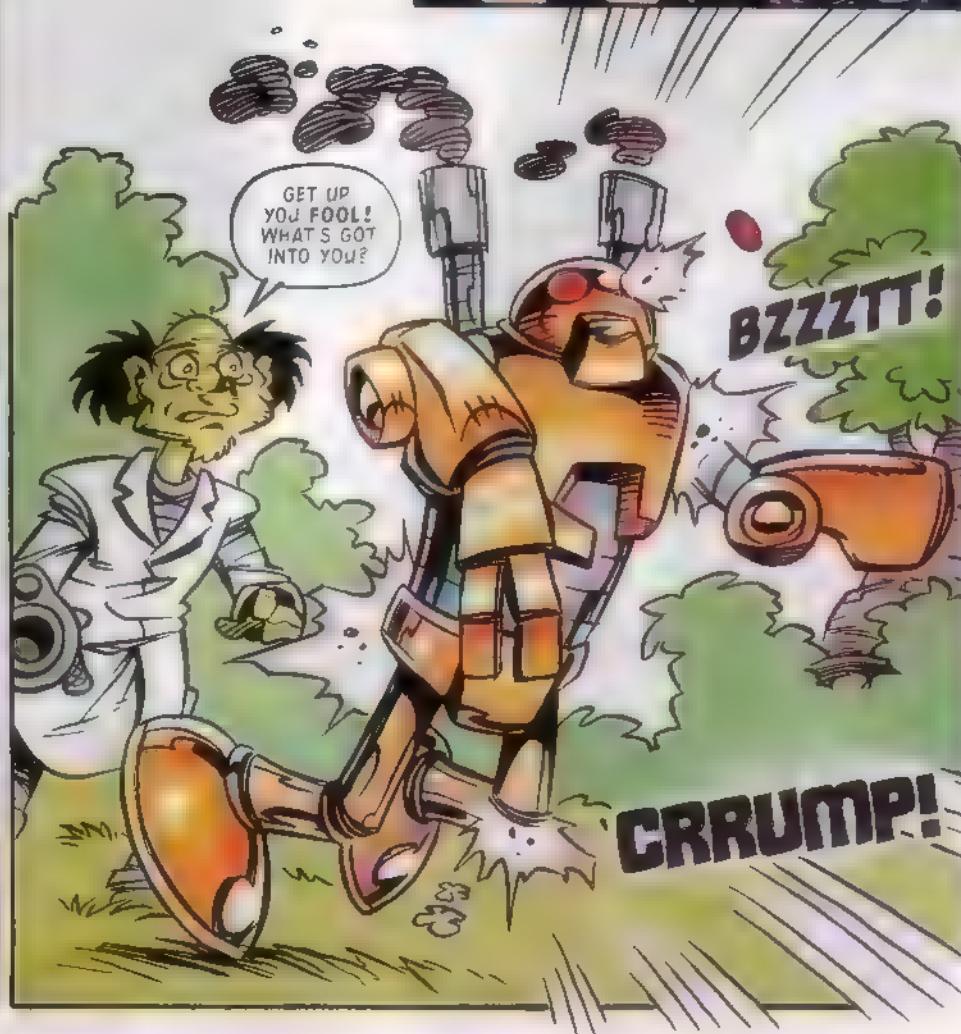
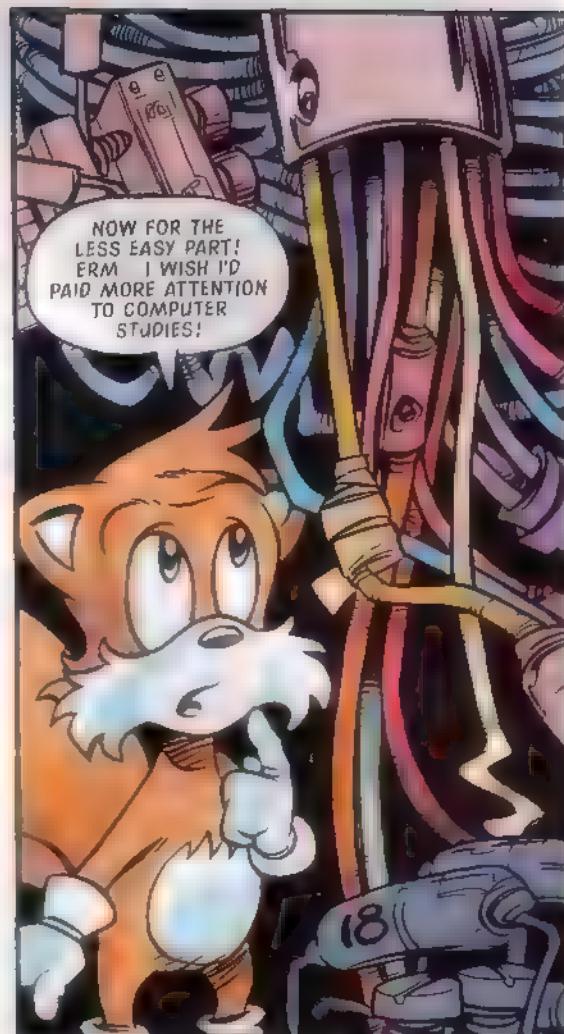


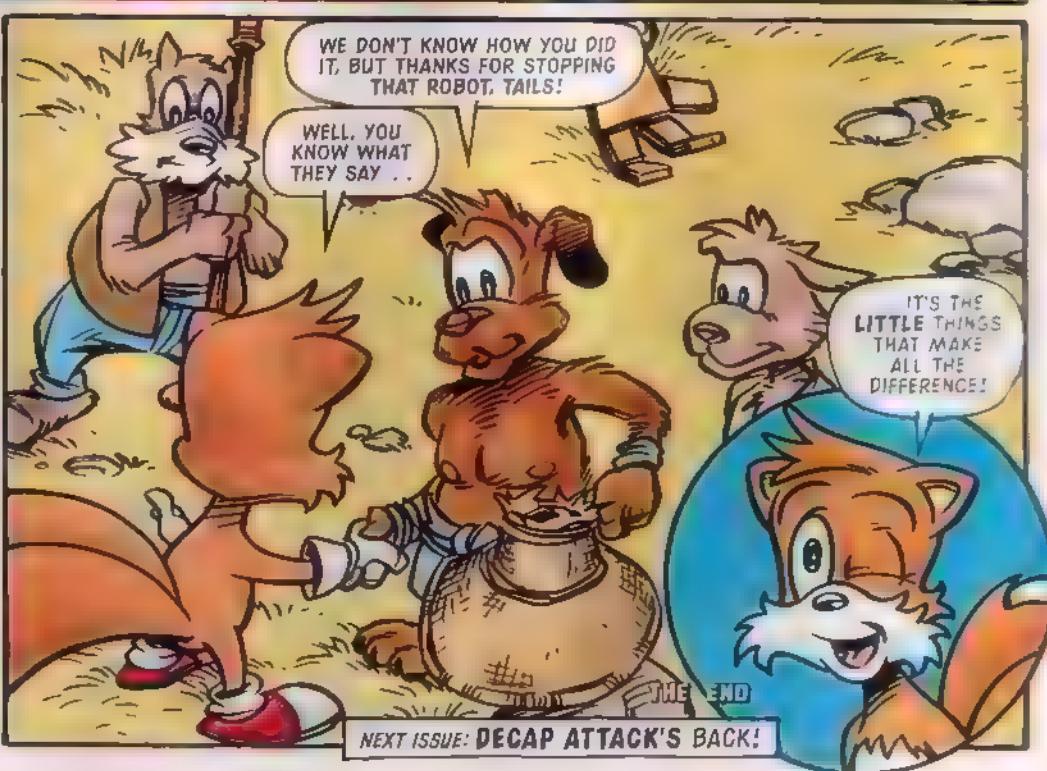
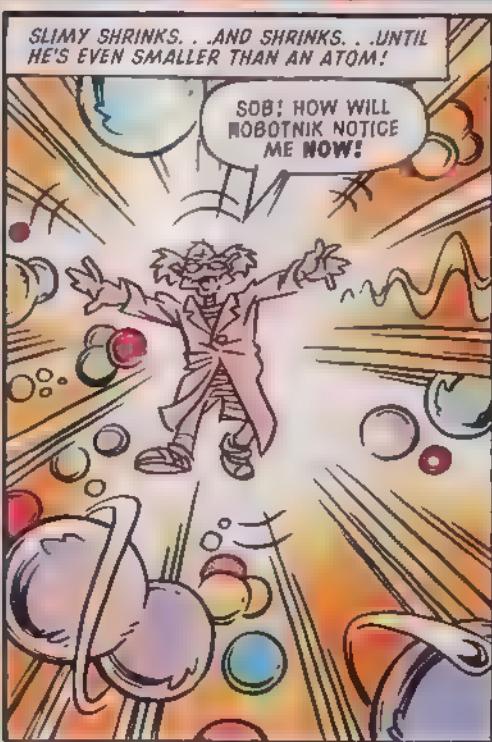
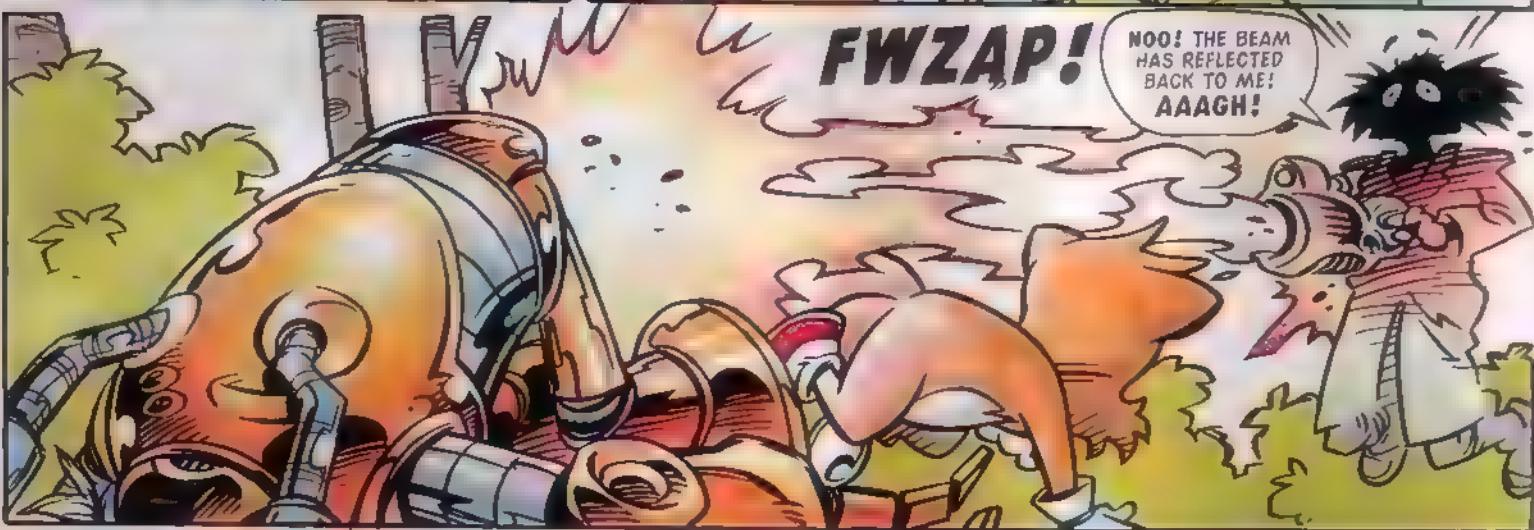
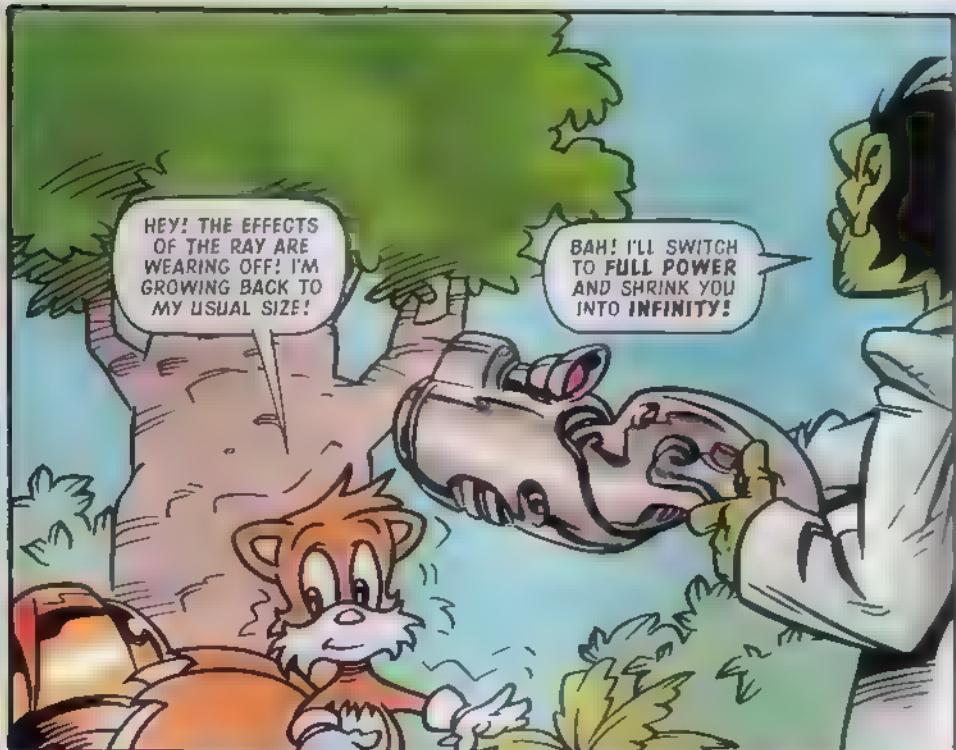






HEY! MAYBE I CAN USE
MY SIZE TO MY ADVANTAGE!
IF I CAN FIND A GAP IN
THE ROBOT'S ARMOUR...







Q ZONE

Q IS FOR QUESTION.

Q IS FOR QUERY.

Q IS FOR QUANDARY.

IF YOU WANT TO ENTER THE Q ZONE FOR HINTS, TIPS AND HELP WITH YOUR FAVOURITE SEGA GAMES, DROP A LINE TO:-

Q ZONE, SONIC THE COMIC, 25-31 TAMSTOCK PLACE, LONDON, WC1N 3SH.



SONIC THE HEDGEHOG 2 Continued



CHAOS EMERALDS

There are six Chaos Emeralds to be found altogether; the first five are located in the second Act of each stage.

EMERALD 1: You'll come across this one at the far top right-hand corner of the level.



EMERALD 2: This is one of the hardest to locate as it's concealed high in the clouds. It's a matter of trial and error as to which clouds can be jumped on and which can't. The emerald is located at the right-hand side of the level again.

EMERALD 3: When you have entered the maze, turn left. Continue left throughout the maze, and you'll eventually enter a room containing the Chaos Emerald.

EMERALD 4: Go right until you reach two consecutive springs. Jump on each one to gain enough height to land on the tower (located right of the springs) and pick up the emerald.

Emerald 5: Go over the conveyor belts and up the slope. Just before you reach the top, jump left into the wall. You should now be in a secret room. Turn left, up and right to reach the jewel. You will also discover a couple of extra lives along the way.

EMERALD 6: Defeat the evil Silver Sonic to collect the final emerald, then it's on to the ultimate confrontation with Doctor Robotnik.

SONIC THE HEDGEHOG 3 Revisited



MEGA DRIVE

THE ZONES - PART 1

Things to look out for in all zones:-

- **TV's.** Containing Super Rings (10 Gold Rings), Invincibilities, Speed Shoes, Water Shields, Lighting Shields, Flame Shields, 1-Ups, and Robotniks (which drain power from Sonic and Tails).
- **Star Posts.** These lead to the Bonus Stage where you'll find a Gumball Machine with extra 1-Ups, Power-ups, Gold Rings and other goodies!
- **Giant Gold Rings.** These lead to the Special Stage where you need to grab Blue Balls and Chaos Emeralds.
- **Ramps**
- **Loops**
- **Red and Yellow Pogo Springs**

ANGEL ISLAND

ACT 1

Set in the lush jungle foliage, this is a speedy 'warm up act' to get you ready for the coming events!

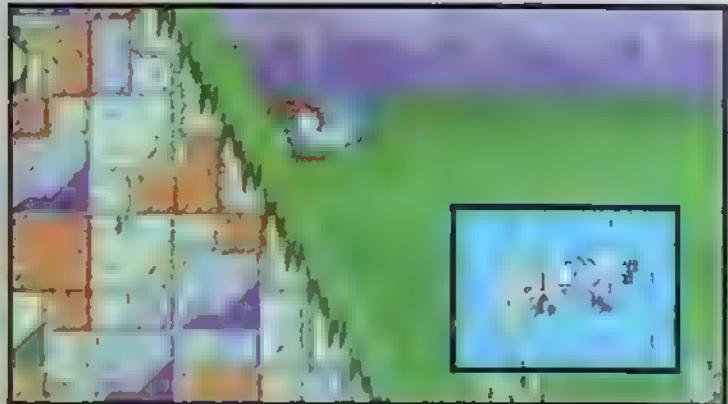
Watch out for: Collapsing Ledges, Vine Swings and Floating Platforms.

Badnik's to guard against: Bloominator, Caterkiller Jnr., Monkey Dude and Rhinobot.

ACT 2

Time to get down to some serious work as Act 2 requires your utmost attention!

Keep your eyes open for the Waterfall, Rope Ride, Switches, Tunnels and Hidden Chambers in walls that



contain the Giant Gold Ring which gives access to the Special Stage. If you spot a Star Post, 50 gold rings will activate it in order to get you to the Bonus Round. Guard against Badniks like Caterkiller Jnr. and Rhinobot.

HYDROCITY

ACT 1

Take a deep breath - this stage will leave you gasping!

Watch out for: Overhead Conveyor Belts, Switches, Safety Poles, Water Propellers, Air Fans, Speed Hand Catapults.

Badniks to guard against: Pointdexter, Mega Choppers, Blastoids, Turbo Spikers.

Underwater in Hydrocity, the nasties come thick and fast. By far the worst are the Pirahna - you need a fast flick left and right on the D-Pad to shake them off, otherwise they'll prevent Sonic from jumping. Remember to stop for air regularly, so keep an eagle eye open for bubble streams and take your time when you're in a tight corner. If you find the Water Shield, take it. It is invaluable because you don't need to stop for air and it repels bullets from the cannons. Check walls for hidden chambers and Giant Rings.



The END

Next issue: Sonic 3 Revisited - The Zones continued.

SONIC'S WORLD

Future Shock

AN ELDERLY BLUE HEDGEHOG CLAIMING TO BE SONIC FROM THE FUTURE, HAS LED AMY, TAILS AND JOHNNY INTO A TRAP WITHIN THE CAVERNS BELOW PLANET MOBIUS...

YOU LOWLIFE! SO MUCH FOR WANTING TO HELP US!

YEAH! SONIC WOULD NEVER SELL US OUT TO DOCTOR ROBOTNIK!

I'VE SEEN HOW YOU DUDES GET WIPE OUT IN THE FUTURE! I HAD TO TRICK YOU TO GET YOU HERE, BUT OUR ONLY HOPE FOR PEACE IS TO FOLLOW MOOTIN!

HAHAHA! OH WHAT A GLORIOUS VICTORY! HE ACTUALLY BELIEVES THAT!

YOU'RE NOT "SONIC FROM THE FUTURE", YOU FOOL! YOU'RE A CLONE! I CREATED YOU!

... AND I HELPED!

A CLONE?
YOU MEAN...
I'M JUST A COPY
OF THE REAL
SONIC?

ABSOLUTELY!
YOU'RE NOT FROM
THE FUTURE AT
ALL!

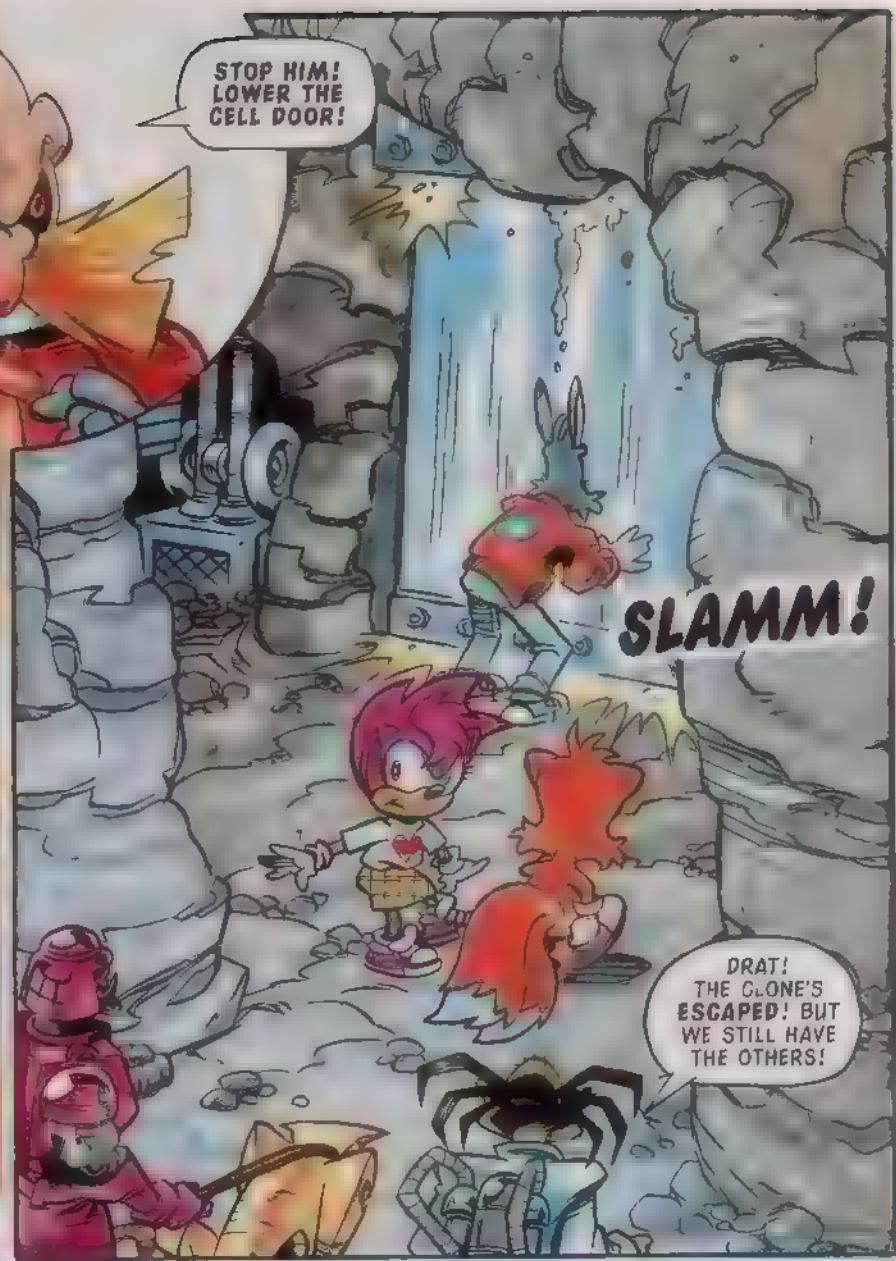
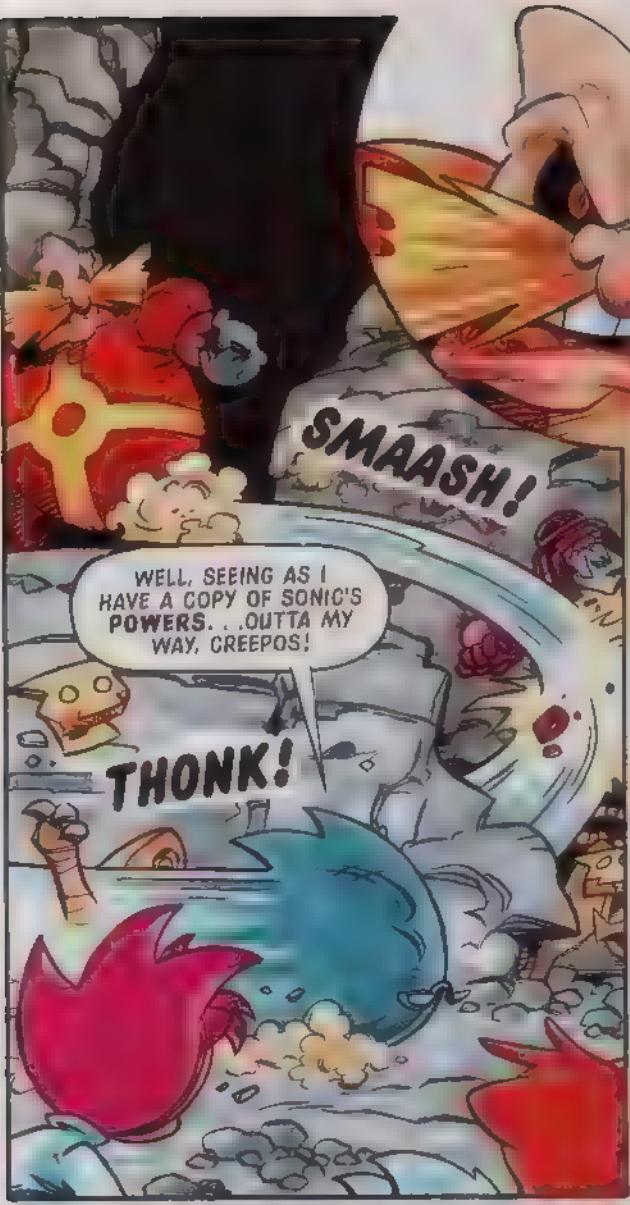
I TOOK A CELL
SAMPLE FROM SONIC
WHEN I CAPTURED
HIM, AND GREW A
DUPLICATE IN MY
LABORATORY...

I'D PLANNED TO USE THE CLONE TO
ATTACK AND GIVE SONIC A BAD
NAME... BUT SOMETHING WENT
WRONG WITH THE EXPERIMENT AND
THE CLONE AGED TOO RAPIDLY!"

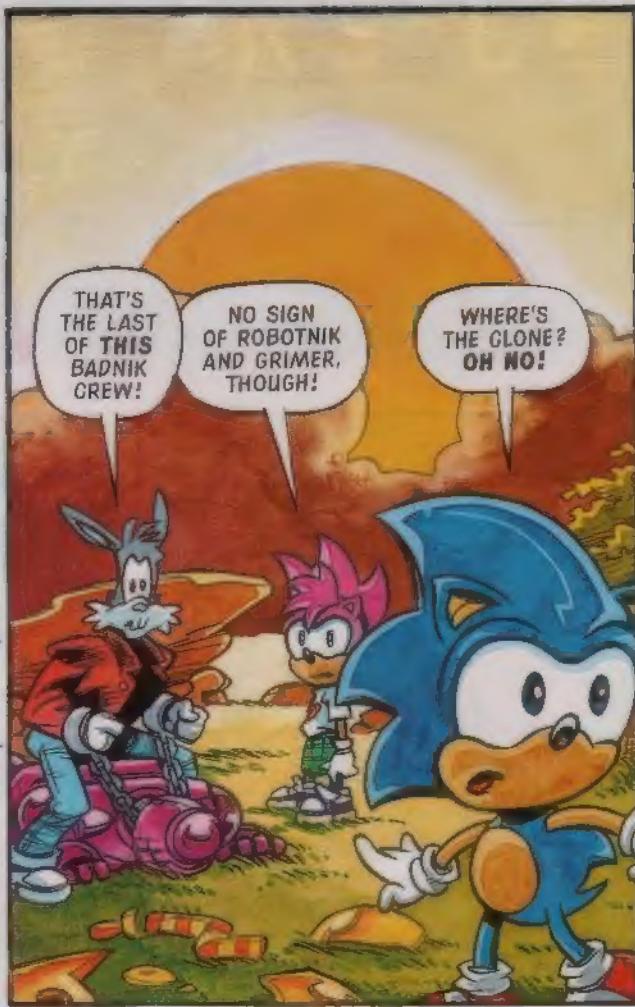
"SO, I DECIDED TO BRAINWASH THE CLONE WITH A
FALSE MEMORY, SO HE'D THINK HE WAS FROM A
FUTURE WHICH HELD NO HOPE FOR OUTLAWS!"

BUT WE RAN TESTS WHICH
PROVED THIS GUY WAS SONIC!

THEY JUST
PROVED WHAT
A GOOD COPY
I AM, TAILS!







SPEEDLINES



EITHER POST YOUR MAIL TO:-
SPEEDLINES, SONIC THE COMIC, 25/31 TANISTOCK PLACE, LONDON WC1H 9SU.
... OR USE THE E-MAIL SERVICE (SEE BELOW FOR DETAILS).

EVERYTHING PRINTED IN
SPEEDLINES WINS A
SENSATIONAL
SEGA MEGA HOG TAG!



RITCHIE RICH!

Dear STC,

I am getting a Sega Saturn for my birthday and after a lot of thought, I have decided to buy *Virtua Cop* as my first game. However, my friend said that *Virtua Cop 2* is better. Is this true?

Richard Edwards, Wedmore, Somerset. MD owner.

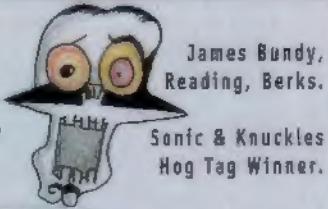
Sega Mega Hog Tag Winner.

Most sequels are similar in gameplay to the original, Richard.

However, there are additional extras such as extra levels/bonuses, special features and new characters.



Head for the hills, the Decapper's are coming (next issue)!



ONCE IN A WHIRL!

Dear Megadroid,

I thought you might like to hear my idea for a Halloween story: Sonic has a new batty friend called Slash (originally a bat, who has turned into a bathog!). Slash is worth showing in STC because he causes whirlwinds by spinning with his wings open, plus he shoots boomerang fireballs, which is more than you can do!

Jonathan Franklin, Romford, Essex.

Sega Mega Hog Tag Winner.

Ah, but I have hidden talents, Jonathan!



BARTON THINKS...

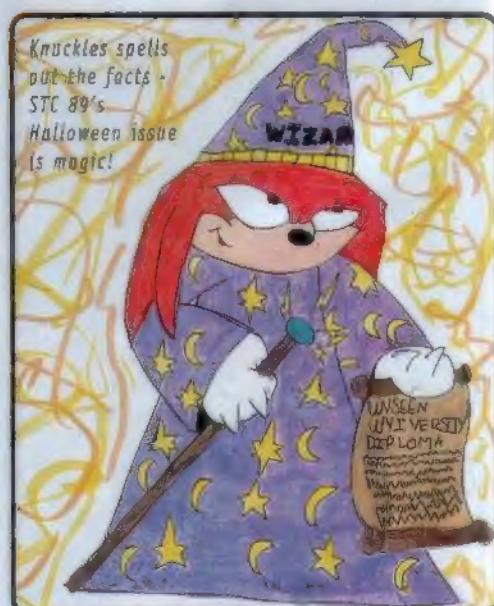
Dear Megadroid,

I thought you might like to know that me and my friends sometimes design computer games, and then draw pictures of them. Among the games we've designed include Super Sonic 2000, Sonic Returns, Ninja Tails, Super Attack Bomber and Termite. Finally, will any of the Sega games (especially the Sonic ones) ever be available on the PC?

Matthew Barton, Great Yarmouth, Norfolk. Sega Mega Hog Tag Winner.



Keep at it, Matthew and friends! To answer your query, I hope you appreciate the great lengths that STC have gone to with this issue's PC Zone...



Mark Penman, East Ardsley, Wakefield. Sonic & Knuckles Hog Tag Winner.

WHAT'S INSIDE

00 STC 89's

HELL-BENT HALLOWEEN ISSUE?



NEW STORIES

SONIC!
THE TOMB!

KNUCKLES!
HARD CELL!

Q ZONE!
SONIC REVISITED!

FRIGHT ZONE!
SCARY SCRRAWLS!

WORMS!
REVIEW!

PLUS

DECAP ATTACK!
THE PUMPKIN CHASER!

SONIC'S WORLD!
FINAL FUTURE SHOCK!

THIS ISSUE'S
MEGA HITS!

1ST CHOICE

2ND CHOICE

3RD CHOICE

YOUR RATING FOR ISSUE 88

%



Post to: Data Strip/Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU.

DATA STRIP

I'VE BEEN READING
STC SINCE ...

ISSUE AGE

NAME

ADDRESS

MY FAVOURITE ...

FILM/VIDEO IS

BAND/SINGER IS

MY SEGA SYSTEM ...

TICK:-

GG MCD MD
MM MS 32X
SATURN

SEGA GAME INTO STRIP!

I WOULD LIKE TO SEE

..... AS A COMIC STRIP IN STC.



STC
PIN-UP!

Elliot

from NiGHTS Sega's latest Saturn release!